

### **AMENDMENTS TO THE SPECIFICATION**

Please replace the paragraph beginning at page 3, line 22 with the following amended paragraph:

Replication, however, has the potential to reduce network traffic and make clients more efficient, but there are several problems related to server to client replication. One issue to be addressed ~~in~~is minimizing the transfer of resources over the network while ensuring that the client has the most up to date version of a resource. Another issue to be addressed is related to the conflicts which may exist between the resources stored on the clients and the resources stored on the servers.

Please replace the paragraph beginning at page 15, line 9 with the following amended paragraph:

The resources of the servers in network 20 may or may not be identical. In many instances resources are replicated across servers and each client can therefore access a particular resource from one or more servers. The resources that are the same are typically replicated between the servers such that the most current version of a particular resource is available to the clients. Additionally, a client has the ability to synchronize or replicate its resources with the resources of the servers. One objective of synchronization or replication is to avoid downloading data that has already been downloaded by a client. As described previously, a GET method may include a resource tag which may be used to determine ~~in~~if a download of the contents of the resource is necessary. This reduces network data traffic and enables clients to be more efficient when they are connected to the network as well as when they are not connected to the network because they may work on the resources even when not connected to network 20.

Please replace the paragraph beginning at page 18, line 14 with the following amended paragraph:

In this embodiment, the GET method is used to retrieve resource 41 from server 40 by clients 43 and 44. In order to provide conflict detection, server 40 must also provide resource tag 42 to each client requesting to download resource 41. Thus, both client 43 and client 44 each have a copy of resource 41 and a copy of resource tag 42. Next, client 43 alters resource 41 and uses the PUT method to update the existing resource 41 on server 40. In a PUT method, the client's saved resource tag may be sent in an IF header. Server 40 compares the resource tag provided by client 43 in the IF header with the resource tag maintained by the server and if the resource tag provided by client 43 matches the resource tag stored on server 40, then the PUT is allowed. Because resource 41 has changed, a new resource tag ~~46-45~~ is generated by server 40 and returned to client 43 to indicate the version of resource 41 stored on client 43. Thus both client 43 and server 40 have identical versions of resource 41 as indicated by the respective values of the resource tags.

Please replace the paragraph beginning at page 19, line 3 with the following amended paragraph:

In this example, client 44 attempts to update resource 41 using a PUT method with an if header containing the client's saved copy of resource tag 42. In this case, client 43 has already altered resource 41 and resource tag 42 provided by client 44 does not match the current resource tag ~~46-45~~ of resource 41. Because the resource tags do not match, server 40 detects a conflict and client 44 is not allowed to PUT the resource until the conflict is resolved. Conflicts may be created in other situations, and the conflict is typically detected by comparing resource tags.

Please replace the paragraph beginning at page 20, line 4 with the following amended paragraph:

Step 64 involves the methods and processes of resolving the detected conflict. Objectives of conflict detection and resolution include minimizing the amount of network traffic, limiting the necessity of having an end user resolve the conflict, and increasing ~~efficiently~~efficiency. Each sub-step of conflict resolution step 64 is independent of the other sub-steps, but the sub-steps are preferably executed in a prescribed order. Thus, the first sub-step to be executed is step 65, which is a server level conflict resolution step where the server attempts to resolve the conflict.